

Project: S

		2016-2				2016-3				2016-4				2016-5				2016-6				2016-7									
		5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				
Project: S		<div><div></div></div> Project: S																													
Phase 1- init		New 100%																													
Select teams		New 100%																													
Select project topic		New 100%																													
Create bitbuckets		New 100%																													
Load team profile		New 100%																													
Phase 2 – requirements		<div><div></div></div>	New 0%																												
Project Proposal Documentation		New 0%																													
Project Proposal Presentation		<div><div></div></div>	New 0%																												
Phase 3- design		<div><div></div></div>				New 0%																									
Concept design		<div><div></div></div>		New 0%																											
Story Design		<div><div></div></div>				New 0%																									
Mechanic Design		<div><div></div></div>				New 0%																									
Art Design		<div><div></div></div>				New 0%																									
Level Design		<div><div></div></div>				New 0%																									
Character & Asset Design		<div><div></div></div>				New 0%																									
Phase 4- Prototype		<div><div></div></div>							New 0%																						
Base Animations		<div><div></div></div>					New 0%																								
HUD		<div><div></div></div>							New 0%																						
Render Main Char		<div><div></div></div>						New 0%																							
Base Fighting Mechanics		<div><div></div></div>								New 0%																					
Phase 5- development		<div><div></div></div>																	New 0%												
Scope Redefinition		<div><div></div></div>										New 0%										New 0%									
Music & Sound Design Creation & Implementation		<div><div></div></div>																	New 0%												
Refining Fighting Mechanics		<div><div></div></div>											New 0%										New 0%								
NPC implementation		<div><div></div></div>												New 0%								New 0%									
Item System		<div><div></div></div>													New 0%												New 0%				